DC #10

DIRECT CURRENTS

BOOKS SHIPPING NOV 1 THRU NOV 29

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ongoing monthly

BLACK ORCHID
three-issue Prestige mini-series

CHRISTMAS WITH THE SUPER-HEROES
one-shot special

GAMMARAUDERS™
ongoing monthly

THE GREATEST BATMAN STORIES EVER TOLD
hardcover

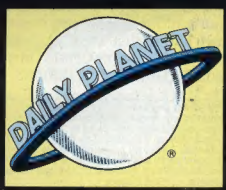
MISTER MIRACLE
ongoing monthly

SANDMAN
ongoing monthly

PLUS:

An interview with Peter Gillis

INVASION! continues—THE DAILY PLANET—INVASION! Edition



SPECIAL 12 PAGE ISSUE!

THE MYSTERY OF *THE BLACK ORCHID*

Some people have secret identities.

Some just have secrets.

Meet the **BLACK ORCHID**, the beautiful and mysterious woman of action whose incredible powers and origins have long been shrouded in secrecy. Now, the veil of secrecy will be lifted, and you are invited to be in on the revelations.

The BLACK ORCHID . . . Here is the story of her haunted past and her haunted present. Hers is a journey through love and darkness, madness and horror—from death to redemption. Follow her through the DC Universe as she encounters The Batman, Poison Ivy, Swamp Thing, and Lex Luthor as she searches for an explanation for her existence.

The BLACK ORCHID is a spectacular three-book Prestige Format mini-series that delves into the life of the world's most mysterious heroine. Written by Neil Gaiman, each of the three books in the series features full-color painted art by Dave McKean.

She's more than just another super-hero.

She's the BLACK ORCHID . . . and you'll be amazed to learn exactly what that means.

THE GREATEST BATMAN STORIES EVER TOLD

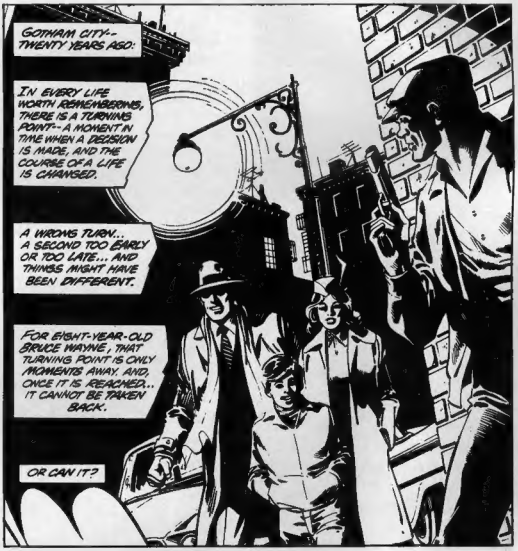
Celebration of the Year of the BATMAN starts here and now with **THE GREATEST BATMAN STORIES EVER TOLD,** a spectacular 352-page hardcover presentation of 26 classic BATMAN tales spanning the entire 50 years of the Darknight Detective's history.

The names behind the creation of these memorable stories include Neal Adams, Jim Aparo, Steve Englehart, Dick Giordano, Michael Golden, Carmine Infantino, Bob Kane, Alan Moore, Dennis O'Neil, Jerry Robinson, Marshall Rogers, Dick Sprang, Alex Toth, and many others.

THE GREATEST BATMAN STORIES EVER TOLD includes the classic 1948 version of THE BATMAN'S origin, a rare continuity from the Sunday Batman newspaper strip published in 1946, as well as THE BATMAN'S confrontations with many of his greatest foes, including the Penguin, the Riddler, and Two-Face. (And don't worry that the Joker's name doesn't appear on that list. So as not to slight the Clown Prince of Crime, we've saved his many classic confrontations with THE BATMAN for a *separate* companion volume, coming next month.)

All this comes to you with a new cover painting by Dick Giordano and Dave Dorman. It's 352 pages of comics history.

It's THE GREATEST BATMAN STORIES EVER TOLD.


GOTHAM CITY--TWENTY YEARS AGO:
IN EVERY LIFE WORTH REMEMBERING, THERE IS A TURNING POINT--A MOMENT IN TIME WHEN A DECISION IS MADE, AND THE COURSE OF A LIFE IS CHANGED.
A WRONG TURN... A SECOND TOO EARLY OR TOO LATE... AND THINGS MIGHT HAVE BEEN DIFFERENT.
FOR EIGHT-YEAR-OLD BRUCE WAYNE, THAT TURNING POINT IS ONLY MOMENTS AWAY. AND, ONCE IT IS REACHED... IT CANNOT BE TAKEN BACK.
OR CAN IT?

CELEBRATE *CHRISTMAS WITH THE SUPER-HEROES*

It's getting to be that time again and DC gets the Christmas celebration going a little early this year with **CHRISTMAS WITH THE SUPER-HEROES #1,** a 96-page super-spectacular featuring some of the best super-hero Christmas stories we've ever published.

Get into the holiday spirit with DC's greatest heroes and most talented creators, including The Batman in "Wanted: Santa Claus—Dead or Alive" by Denny O'Neil, Frank Miller, and Steve Mitchell; "The Silent Night of the Batman" by Mike Friedrich, Neal Adams, and Dick Giordano; The Justice League of America in "The Man Who Murdered Santa Claus" by Len Wein, Dick Dillin, and Dick Giordano; The Legion of Super-Heroes in

"Star Light, Star Bright . . ." by Paul Levitz, José Luis Garcia-Lopéz, and Dick Giordano; the original Teen Titans in "A Swingin' Christmas Carol" by Bob Haney and Nick Cardy; and Superman in "Twas the Fright Before Christmas" by Len Wein, E. Nelson Bridwell, Curt Swan, and Murphy Anderson.

'Tis getting to the season to be jolly and the CHRISTMAS WITH THE SUPER-HEROES one-shot special is here to get you in the holiday mood, complete with an all-new wrap-around cover by John Byrne.

So no matter what else Santa has for you on his list, make sure you add this special item to your own holiday list. You won't want to miss celebrating CHRISTMAS WITH THE SUPER-HEROES

Paul Kupperberg, Writer
Peggy May, Editor
Julia Sabbagh, Designer

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DON'T MISS THE ADVENTURE... *ADVANCED DUNGEONS & DRAGONS™ COMICS*

DC and TSR have gotten together again, this time for **ADVANCED DUNGEONS & DRAGONS™**, based on the popular TSR line of role-playing games.

Welcome to a world of monsters and magic, of warriors and sorcerers . . . and of Selune's Smile, a mysterious inn in the city of Waterdeep. A strange series of events joins five travelers, strangers who meet at Selune's Smile, into companions in search of one of their number's missing half.

And that's only the start of the incredible adventure.

Every issue of ADVANCED DUNGEONS & DRAGONS features special notes for gamers, but you don't have to be a gamer to appreciate these tales of fantasy and adventure by writer Michael Fleisher and artist Jan Duursema. ADVANCED DUNGEONS & DRAGONS is a monthly New Format title.

The magic and action begin here, courtesy of DC and TSR, in the pages of ADVANCED DUNGEONS & DRAGONS.

I WARN YOU, THOUGH—
—AT FIRST MEETING, THEY DO SEEM A PECULIAR LOT.
VA-JRA VALMEYJAR, I'D LIKE TO INTRODUCE YOU TO—
TIMOTH EYEBRIGHT.
CYBRIANA OF SHADOWDALE.
I'M ONYX THE INVINCIBLE.
AND I'LL FIGHT ANY MAN WHO DARES TO DOUBT IT!

Official Advanced Dungeons & Dragons™

FROM • THE EDITOR

Many of you have been writing in with the same question: How does DC Comics decide which material to collect in trade paperback and/or hardcover collections? Many of you have also made recommendations of your own personal favorites, ranging from CRISIS ON INFINITE EARTHS and LEGENDS to back issues of really old material from DC's early decades.

There are a number of factors that go into those decisions. (Actually, we write all of the ideas down on individual slips of paper; put the papers into a hat; throw the hat up into the air; and accept those projects that drop down past a certain line that we paint on the floor. No, wait, that's the system for professors grading papers. But I digress . . .)

First and foremost, our choices are based on what we think you're interested in. There's no point in publishing a book that only one or two folks would like to buy. (Believe me, I have *my* favorites among the material DC publishes, but I don't think that DC Comics would publish something just because I'd buy a copy for myself and maybe a few copies for my friends. A print run of a dozen or so copies just isn't economical.) So we're always looking for suggestions from *you*; at least that's where we begin our decision-making process.

Then there's all sorts of other factors to consider: Is the material readily available? Will it need to be re-separated, and if so, can we still keep the cost to *you* at a reasonable level? Are the issues easily available at comic shops? (in which case, it's kind of silly for us to put together a collection) Then there's the nitty gritty stuff, like is this *truly* self-contained, or does a person have to read some other issues to understand the story?

After all of those issues—and more—are discussed, re-discussed, and discussed again, we ask that all-important question: How can we fit this into our publishing schedule? We are *very* concerned about the cost of buying comics, especially with the rising cost of paper, printing, and shipping. We don't want to have a publishing list with lots of so-called high ticket items. ("High ticket" means a high price tag, though what constitutes "high" is as subjective as any other term.) We work very hard at spacing out the publication of our more expensive books and don't want to do that awful deed: flood the market. (You hear that phrase often in this business. Whenever I hear it, I envision an outside flea market—you know, with fruits and vegetables and old paperback books and neat stuff from someone's attic—being hit by tidal waves.)

But I digress yet again.

In upcoming months, look for some great DC Comics collections, including hardcovers like this month's THE GREATEST BATMAN STORIES EVER TOLD and next month's THE GREATEST JOKER STORIES EVER TOLD; trade paperbacks in 1989 to include—what? I can't give out full details yet—well, to include some classic DC Comics material. And I haven't even had a chance to mention that we'll be publishing new material in hardcover in 1989 also, and . . .

See ya,

Peggy

ABRACADABRA . . . *MISTER MIRACLE* RETURNS

He's had his fill of adventure and living life on the edge with the Justice League International. Now **MISTER MIRACLE** has decided that all he wants is to lead a nice, quiet normal life with his wife and pursue his career as the World's Greatest Escape Artist.

No such luck.

Straight from his successful run with the JLI, Mister Miracle spends his time off searching for the American Dream . . . but his family back home on Apokolips want to see that dream become a nightmare. That's what brings Doc Bedlam to Earth to take a shot at Scott Free and Barda . . . and in the process, bring a whole new meaning to the concept of check-ups.

Mister Miracle is a monthly ongoing series written by JLI co-scripter J.M. DeMatteis, with art and cover by Ian Gibson.

It'll take a miracle for Scott and Barda to survive.

But then, that's what Mister Miracle does for a living.

FOR CRYIN' OUT LOUD, BARDA--
--YOU NEARLY SCARED ME HALF T' DEATH! WHADDAYA TRYIN' T' DO SNEAKIN' UP ON ME LIKE THAT--GIVE ME A HEART ATTACK?!
I THINK SENILITY'S SETTING IN, OBERON! YOUR POOR OLD BRAINS FINALLY GIVING UP.
SENILITY MY EYE-- IT'S THIS HOUSE!
AND WHAT'S WRONG WITH THIS HOUSE?

ENTER THE WORLD OF . . . *GAMMARAUDERS*™ COMICS

Life is no game on the world of the **GAMMARAUDERS**™.

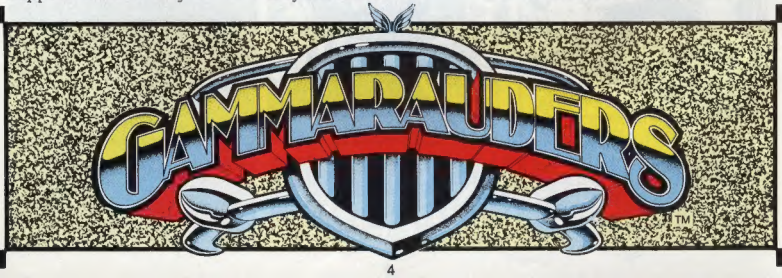
But that won't stop you from playing along with the weirdest adventures ever concocted, courtesy of the team-up between DC Comics and TSR games.

Based on the popular TSR combat game, GAMMARAUDERS tells the story of what happens when a bevy of bioborgs goes berserk on the world of GAMMARAUDERS, a crazy world of cryptic alliances between giant animal-warrior bioborgs and their human controllers. And if you think you know what to expect on this wild world of machine/monster madness . . . think again, because GAMMARAUDERS is no ordinary adventure.

GAMMARAUDERS #1 is written by Peter Gillis, pencilled by Martin King, and inked by Dave Cooper. The book will be published monthly in the New Format. As with the rest of the DC/TSR line, you don't have to be a gamer to enjoy the adventures.

GAMMARAUDERS. They're coming your way.

You'd better duck.



NIGHTMARES COME ALIVE IN THE REALM OF THE *SANDMAN*

The world of dreams.

A realm of mysteries. Of nightmares. Of horror.

This is the realm of the **SANDMAN,** a being who's neither alive nor dead, who guards the borders between reality and nightmare, controlling our dreams in the hours we lie sleeping.

But for all his power, even SANDMAN can fall victim to the horrors that dwell in the night, for there are many who conspire to take his place . . . or at least steal his awesome powers. One of these forces has been able to capture SANDMAN and imprison him for 70 years. Who could be strong enough? And why have they challenged the master of the twilight world between dreams and wakefulness?

Only the SANDMAN knows.

SANDMAN is a horror-edged fantasy in the New Format, written by Neil Gaiman, with art by Sam Kieth and Mike Dringenberg and is labeled Suggested for Mature Readers. SANDMAN #1 is a special 40-page premiere issue. Covers painted by Dave McKean.

The realm of the SANDMAN . . . enter of your own free will. And sleep tight.

If you can.

SANDMAN™

AND DON'T FORGET . . . THE *INVASION!* CONTINUES

Last month, you met the alien races who banded together to bring the Earth and its superheroes to their knees.

This month, the story continues and the action heats up in **INVASION! #2** as the alien invaders bring the war to "Battleground Earth." The Earth's heroes join forces to combat the invasion force . . . but the story doesn't end in the special 80-page issues of INVASION!

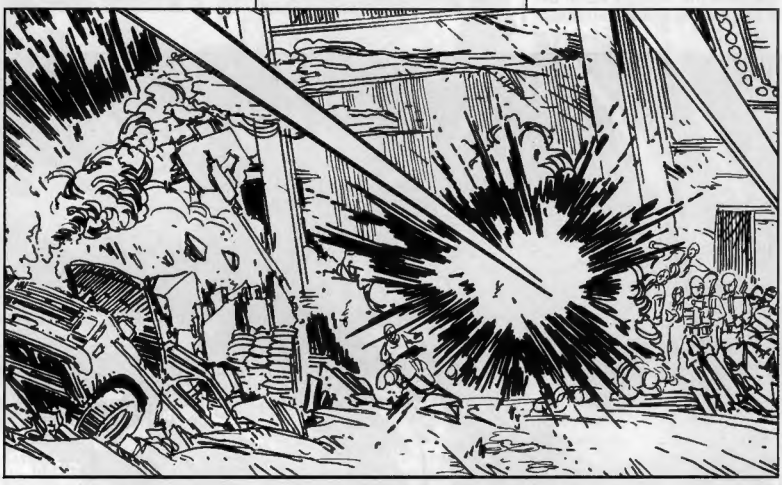
You can follow the *rest* of the story in the pages of many DC titles this month, each special issue labeled as an "INVASION! Extra: First Strike" and, following INVASION #2, "INVASION! Extra: Aftermath." They tell the personal stories of the people and super-heroes involved in fighting the alien invaders . . . including those whose lives will be changed forever . . . and those who will die.

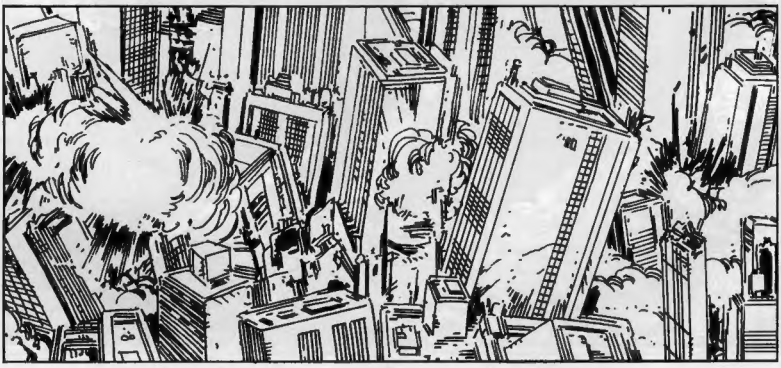
The three-issue INVASION! mini-series is written by Keith Giffen and Bill Mantlo, pencilled by Todd McFarlane, Giffen, and newcomer Bart Sears, and inked by P. Craig Russell, Al Gordon, Joe Rubinstein, Dick Giordano, Pablo Marcos, and McFarlane.

Plus, to further supplement your INVASION! reading, DC Comics brings you **THE DAILY PLANET—INVASION! Edition.** This 16-page tabloid reveals the behind-the-scenes stories of this massive, DC Universe-spanning fall series. Included are those essentials of any informative newspaper: feature stories, tv listings, sports pages, an advice column, and a full page of comic strips. Of course, The Daily Planet's own Lois Lane and Clark Kent will provide insights in their own columns. A full-color map charting the alien INVASION! is an added bonus.

The INVASION! continues . . . and before it's over, the DC Universe will never again be the same.

Provided, of course, it survives.





BOOKS SHIPPING NOVEMBER 1

ACTION COMICS WEEKLY #631
The Phantom Stranger stars on the cover by Jim Starlin and, inside, begins a 4-issue story by Paul Kupperberg and Fred Carillo. Also, Blackhawk by Martin Pasko and Rick Burchett, Nightwing and Speedy by Marv Wolfman, Cherie Wilkerson, and Tom Mandrake; Black Canary by Sharon Wright, Randy DuBurke, and Pablo Marcos; Green Lantern by James Owsley, Mark Bright, and Jose Marzan; and Superman by Roger Stern, Curt Swan, and Murphy Anderson.

ACTION COMICS WEEKLY #631

ADVANCED DUNGEONS AND DRAGONS™#1
From DC and TSR comes the latest word in adventure. In a world of monsters and magic, at the sign of Selune's Smile, the mysterious inn in the city of Waterdeep, strange events occur that will lead five companions on a quest . . . in search of *half* of one of their number. Written by Michael Fleisher, with art and cover by Jan Duursema. *(New Format)*

BLACK ORCHID #1
(of a 3-book mini-series)
Who is the beautiful and mysterious Black Orchid? If there is an answer to that question, it will be found here as the heroic woman of mystery encounters The Batman, Poison Ivy, Lex Luthor, and Swamp Thing. Written by Neil Gaiman, with full-color painted art by Dave McKean. Cover painted by McKean. *(Prestige Format)*

COPS #7
The man's name is Tramplor and he wanted to make the grade as a member of COPS, but when things don't work out that way, he turns rogue and becomes a menace to the people he once wanted to join. Written by Doug Moench, with art and cover by Pat Broderick and Pablo Marcos.

THE DAILY PLANET—INVASION! Edition
A 16-page tabloid-size edition of The Daily Planet reveals basic, behind-the-scenes information on the big INVASION! series. Put together by numerous members of the DC Comics editorial staff, this newspaper includes feature stories, columns, and comic strips.

DOCTOR FATE #2
What's worse than a lawyer serving you with a summons? One who has been endowed by the Lords of Chaos with mystical powers to destroy his client, in this case Eric and Linda . . . Doctor Fate. Written by J.M. DeMatteis, with art by Shawn McManus and Mark McKenna. Cover by McManus. *(New Format.)*

THE QUESTION #24
The Hub City election comes down to one vote . . . and the winner's going to have to pay the price. Written by Dennis O'Neil, with art by Denys Cowan and Malcolm Jones. Cover by Cowan and Bill Sienkiewicz. *(Suggested for Mature Readers. Deluxe Format.)*

SUICIDE SQUAD #22
It's election night, but Col. Flag's not looking to cast his ballot . . . he's out to assassinate Sen. Cray . . . and Deadshot's out to stop Flag, while the Suicide Squad is thrust into the public spotlight. Written by John Ostrander, with art and cover by Luke McDonnell and Karl Kesel.

SUICIDE SQUAD #22

WANDERERS #9
Psyche's powers have always gotten her out of a jam, but not this time as she faces a mindless robot immune to her powers at trail's end of her explosive quest. Written by Doug Moench, with art and cover by Dave Hoover and Robert Campanella. Cover by Steve Lightle. *(New Format.)*

WASTELAND #15
Lock the doors and windows and put the lights on bright because it's time for another trio of wacked out fantasies from the Wasteland, written by John Ostrander and Del Close, with art by Don Simpson, Joe Orlando, and Rick Magyar. Cover by Bill Wray. *(Suggested for Mature Readers. Deluxe Format.)*

WASTELAND #15

BOOKS SHIPPING NOVEMBER 8

ACTION COMICS WEEKLY #632
Speedy and Nightwing share this week's cover spot, by Tom Grindberg, and their adventure continues inside, along with those of The Phantom Stranger, Blackhawk, Black Canary, Green Lantern, and Superman.

CAPTAIN ATOM #24
Captain Atom is drafted . . . by the JLI's Maxwell Lord, no less, to be commander-in-chief of the super-hero army defending Earth from the alien invaders. Written by Cary Bates and Greg Weisman, with art and cover by Pat Broderick and Bob Smith. *(INVASION! Extra: First Strike.)*

DETECTIVE COMICS #595
A shipment of exotic alien weapons are uncovered being smuggled into Gotham City and that leads the Batman to their source . . . a cigar warehouse in Cuba. Written by Irv Novick and Steve Mitchell. *(INVASION! Extra: First Strike.)*

THE GREATEST BATMAN STORIES EVER TOLD
Fifty years of history . . . 26 classic stories . . . 352 pages of the greatest Batman stories published. This hardcover collection features work by Neal Adams, Jim Aparo, Michael Golden, Marshall Rogers, Dennis O'Neil, Dick Sprang, Alex Toth, and a host of other talents from 50 years of the Batman's history, with a cover by Dick Giodano and Dave Dorman.

INVASION!#2
(of a 3-issue mini-series)
The alien invasion comes to "Battleground Earth" and the planet's populace and its super-heroes will never be the same. Provided, of course, we all survive. Written by Keith Giffen and Bill Mantlo, pencilled by Todd McFarlane and Keith Giffen, and inked by P. Craig Russell, Al Gordon, Joe Rubinstein, and others.

THE NEW GUARDIANS #6
The battle against the alien invaders is fierce on the Sino-Soviet border . . . right near Gloss's home in China. The New Guardians get into the action . . . and before it's over, one of them will die. Written by Cary Bates, with art and cover by Joe Staton and Pablo Marcos. *(INVASION! Extra: First Strike.)*

SPECTRE #23
The Lords of Order have sent the Spectre to gather all the Earth's mystic heroes to prevent them from combating the alien invasion. Written by Doug Moench, with art by Chris Wozniak. *(New Format. INVASION! Extra: First Strike)*

SPECTRE #23

V FOR VENDETTA #7
(of a 10-issue maxi-series)
After her release from captivity, Evey begins to learn some of V's deepest secrets, in the last of the reprint issues in the series. Written by Alan Moore, with art and painted cover by David Lloyd. *(Suggested for Mature Readers. Deluxe Format.)*

BOOKS SHIPPING NOVEMBER 15

ACTION COMICS WEEKLY #633
Curt Swan and Murphy Anderson contribute the cover, featuring Blackhawk. Also featured are Nightwing and Speedy, Green Lantern, Superman, and The Phantom Stranger.

THE BEST OF THE BRAVE & THE BOLD #6
(of a 6-issue mini-series)
Concluding the classic reprints from the pages of Brave & Bold. The Batman and the old Teen Titans are featured in a story by Bob Haney and Neal Adams (from B&B #83). Also, The Viking Prince by Haney and Joe Kubert (from B&B #8 and #9) and Robin Hood by Bob Kanigher and Russ Heath (from B&B #11). Cover by José Luis Garcia-Lopéz. *(Deluxe Format.)*

THE BEST OF THE BRAVE & THE BOLD #6

CHECKMATE #12
There's a Knight in the space program as Checkmate goes undercover at Cape Canaveral to stop an inside plot to steal the space shuttle. Written by Paul Kupperberg, with art by Steve Erwin and Al Vey. Cover by Gil Kane. *(INVASION! Extra: Aftermath. New Format.)*

CHRISTMAS WITH THE SUPER-HEROES #1
A special one-shot 96-page spectacular that gathers a collection of the greatest DC Christmas stories, including The Batman by Denny O'Neil, Frank Miller, and Steve Mitchell; the original Teen Titans by Bob Haney and Nick Cardy; the Justice League of America by Len Wein, Dick Dillin, and Dick Giordano; and more. Wraparound cover by John Byrne.

DOC SAVAGE #5
The fate of the world is in Doc's hands as he seeks to prevent a war between the U.S.A. and the U.S.S.R. instigated by the Erisians. Written by Denny O'Neil, with art by Rod Whigham and Steve Montano. Cover by Adam Kubert and Andy Kubert. *(Deluxe Format.)*

FIRESTORM THE NUCLEAR MAN #81
The alien invaders have withdrawn from the bloody Battle for Moscow and Firestorm heads to the Soviet capital to learn of the fate of Mikhail's family. Featuring Soyuz and Stalnoivolk. Written by John Ostrander, with art by Tom Grindberg and Sam De La Rosa. *(INVASION! Extra: Aftermath.)*

FIRESTORM THE NUCLEAR MAN #81

FLASH #22
Fidel Castro makes Wally West, Flash, guest of honor at a 21st birthday party in recognition for his help in cleaning up Cuba after the alien invasion. Unfortunately, some of the guests aren't there to party. Continued in MANHUNTER #9. Written by William Messner-Loebs, with art and cover by Greg LaRocque and Larry Mahlstedt. *(INVASION! Extra: Aftermath)*

JUSTICE LEAGUE INTERNATIONAL #23
The invasion's over, so the JLI decides to take some time off. Their chosen vacation spot? Just an island that happens to be inhabited by the world's most dangerous villains. Written by Keith Giffen and J.M. DeMatteis, with art and cover by Ty Templeton and Joe Rubinstein. *(INVASION! Extra: Aftermath)*

MANHUNTER #9
Continued from FLASH #22. Manhunter's had easier missions than having to deal with the clean-up of Cuba, an angry Flash, and the kidnapping of Fidel Castro. Written by John Ostrander and Kim Yale, with art by Frank Springer and Pablo Marcos. Cover by Rice. *(INVASION! Extra: Aftermath)*

WONDER WOMAN #26
Diana pitches in with the Justice League International to help in the rebuilding of Earth after the alien invaders have been repulsed. Written by George Pérez, with art by Chris Marrinan and Will Blyberg. Plus, DC Bonus Book #12: Writer Tom Joyner and penciller Neil Vokes contribute a Legend of the Amazons tale of a young warrior who threatens the security of Paradise Island. Cover by Pérez. *(INVASION! Extra: Aftermath.)*

WONDER WOMAN #26

YOUNG ALL-STARS #22
Part 2 of the 5-part "Atom and Evil" saga, as nuclear holocaust looms over the world and the All-Stars meets Axis Amerika in a long-awaited rematch. Written by Roy and Dann Thomas, with art by Ron Harris. *(New Format.)*

BOOKS SHIPPING NOVEMBER 22

ACTION COMICS WEEKLY #634
George Freeman contributes the cover, featuring Green Lantern. Also this week, The Phantom Stranger, Blackhawk, Nightwing and Speedy, Black Canary, and Superman.

THE BATMAN #429
The four-part mini-series-within-a-series, "A Death in the Family" reaches its shattering climax as The Batman is in New York to stop the Joker from murdering the entire U.N. General Assembly. Superman guest-stars. Written by Jim Starlin, with art by Jim Aparo and Mike DeCarlo. Cover by Mike Mignola.

DRAGONLANCE™ #4
The first Dragonlance adventure concludes as Riva Silvercrown and Vandar Brightblade face off against Lord Soth and Kitiara . . . for the last time. Written by Dan Mishkin, with art by Ron Randall and Randy Elliott. Cover by Randall. *(New Format.)*

GREEN ARROW #14
Green Arrow's used to being the hunter . . . but now he's the one being hunted, on the streets of Seattle. Written by Mike Grell, with art and cover by Ed Hannigan and Dick Giordano. *(Suggested for Mature Readers. New Format.)*

HAYWIRE #6
Steve is held by the Combine . . . and the deadly secret of Haywire comes to light at last. Written by Michael Fleisher and pencilled by Vince Giarrano. Cover by Giarrano. *(Suggested for Mature Readers. New Format.)*

HELLBLAZER #15
Constantine's sure he's found peace and contentment among new-age "Indians" . . . but peace lasts only until the "Cavalry" arrives. Part 2 of the 12-part "The Fear Machine" cycle. Written by Jamie Delano, with art by Richard Piers Rayner and Mark Buckingham. Painted cover by Dave McKean. *(Suggested for Mature Readers. New Format.)*

THE LEGION OF SUPER-HEROES #56
Blok, Shadow Lass, and Mon-El are made prisoners of their own hope . . . resulting in unsettling ramifications. Written by Paul Levitz, with guest art by Eduardo Barreto. Cover by Steve Lightle. *(Deluxe Format)*

MISTER MIRACLE #1
Mr. Miracle, Big Barda, and Oberon move to the Midwest to escape the hustle and bustle of the big city and things go pretty good until the relatives start to drop by . . . all the way from Apokolips. Written by J.M. DeMatteis, with art and cover by Ian Gibson.

PLASTIC MAN #3
(of a 4-issue mini-series)
Plastic Man and Woozy get wild and wacky in Los Angeles . . . and the first thing Woozy does is join a cult that even Plas might not be able to get him out of. Script by Phil Foglio, with art by Hillary Barta and John Nyberg. Aided and abetted by Doug Rice. Cover by Barta.

THE PRISONER #4
(of a 4-book mini-series)
Book D: Departure. The battle between Number Six and Number Two reaches an explosive conclusion as new light is shed on the events of the original Six's escape from The Village. Written by Dean Motter and Mark Askwith, with art and cover by Motter and color by Dave Hornung. *(Prestige Format.)*

SECRET ORIGINS #36
The secrets are all in the Green Lantern family as we explore the origins of Earth's original GL, Hal Jordan, by James Owsley, Mark Bright, and Jose Marzan, and the secret origin of Tom Kalmaku by Gerard Jones and Joe Staton. Also, Poison Ivy by Neil Gaiman and penciller Mark Buckingham, tying in with the BLACK ORCHID mini-series. Cover by Eduardo Barreto.

SECRET ORIGINS #36

SUPERMAN #27
Gangbuster is out of control and it's up to The Guardian to deal with him as Superman wrestles with his own alien nature while battling the extraterrestrials who seek to take over the world. Written by Roger Stern, with art by Kerry Gammill and Brett Breeding. Cover by Gammill and Dennis Janke. *(INVASION! Extra: Aftermath)*

BOOKS SHIPPING NOVEMBER 29

ACTION COMICS WEEKLY #635
Superman, Blackhawk, Green Lantern, and Black Canary appear together on the cover by Eduardo Barreto to celebrate the first Action Comics Weekly crossover story inside by Mark Verheiden, Barreto, and John Nyberg. Also featured are Green Lantern and Superman.

ADVENTURES OF SUPERMAN #450
Gangbuster's true identity is revealed in violent combat with the Guardian . . . and Superman, torn by guilt over his recent actions, decides to leave Earth forever. Story, art, and cover by Jerry Ordway. *(INVASION! Extra: Aftermath.)*

ANIMAL MAN #7
Animal Man tries to stop a has-been villain from ending his life. Written by Grant Morrison, with art by Chas Truog and Doug Hazlewood. Cover by Brian Bolland. *(New Format.)*

THE DOOM PATROL #18
The Doom Patrol returns to Kansas City to mourn the death of one of their team . . . but Garguax isn't giving them time to grieve. Written by Paul Kupperberg, with art by Graham Nolan and Tim Dzon. Cover by Nolan. *(INVASION! Extra: Aftermath.)*

THE DOOM PATROL #18

GAMMARAUDERS™#1
From DC and TCR . . . machine/monster madness on the world of the Gammarauders, a crazed world of cryptic alliances, giant animal-warrior bioborgs and their human controllers. Written by Peter Gillis, with art by Martin King and Dave Cooper. Cover by King and Cooper. *(New Format.)*

THE NEW TITANS #53
Part 4 of the 5-part "Who is Wonder Girl?" saga finds the Titans captured and sentenced to death in deep space. Written by Marv Wolfman, with art by George Pérez and Bob McLeod. Cover by Pérez. *(Deluxe Format.)*

POWER OF THE ATOM #8
While trying to cope with the aftermath of the alien invasion and memories of his former home in the jungle, the Atom is scarcely in any shape to take on Chronos in full-pitch battle on the beach of San Clemente. Written by Roger Stern, with art and cover by Graham Nolan and K.S. Wilson. *(INVASION! Extra: Aftermath)*

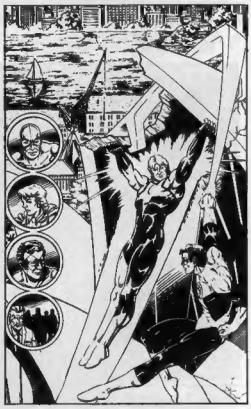
SANDMAN #1
On the border between our world and the world of our nightmares, Sandman stands guard . . . and tries to protect his position and power. This special 48-page debut issue is written by Neil Gaiman, with art by Sam Kieth and Mike Dringenberg. Painted cover by Dave McKean. *(Suggested for Mature Readers. Deluxe Format.)*

THE SHADOW #20
At last—the Shadow is back, alive and well and out to get the rock star who stole his ring. Written by Andrew Helfer, with art and cover by Kyle Baker. *(Suggested for Mature Readers. Deluxe Format.)*

STARMAN #6
The Atom, Green Lantern, Blue Beetle, and Power Girl guest-star as Starman helps in the clean-up after the alien invasion . . . and the Power Elite confronts him once again. Written by Roger Stern, with art by Tom Lyle and Bob Smith. Cover by Lyle. *(INVASION! Extra: Aftermath)*

SWAMP THING #82
Swamp Thing shows up in a most unexpected place . . . in the middle of a war with Sgt. Rock and the men of Easy Company. Written by Rick Veitch, with art by Veitch and Alfredo Alcala. Cover by Veitch and Tom Yeates. *(Suggested for Mature Readers. New Format.)*

THE UNKNOWN SOLDIER # 3
(of a 12-issue maxi-series)
In Afghanistan in 1982, the Soldier's mercenary mission traps him between the Soviet army, the Mujahadn rebels, and the CIA. Written by Jim Owsley, with art by Phil Gascoine. *(Suggested for Mature Readers. New Format.)*



STARMAN #6

"...JUST A LITTLE "STOCKING STUFFER" FOR MY POINTY-EARED PAL... AREN'T I THE JOLLY OL' ELF-HOOHOOHOO.!"
THE GREATEST JOKER STORIES EVER TOLD
HAPPY HOLIDAYS BRIAN AUGUSTYN '88

people at WORK

PETER GILLIS

No matter what you start out to do with your life, you never quite know where you're going to end up until you get there. A case in point is Peter Gillis, who began in the world of academia, took a detour to attempt to become a comic book artist, and wound up as a writer.

"I was born December 19, 1952 in White Plains, New York, and grew up in suburbia," Peter says. "As early as I can remember, I was reading comics. In fact, I can't remember *not* knowing how to read, and one of my earliest memories is falling asleep in a crib full of books. I also can't remember not reading comics. My absolute favorite as a kid was Adam Strange because he had such a neat costume and it was science fiction and it just looked great.

"I read anything I could get my hands on. I was too young to buy them so I just read them in the barber shop."

In those early days, Peter's interest lay with the art in those comics, but, "I loved the stories, of course, and everybody, I think, makes up the stories they want to see in comics. I always hear artists say, 'I never took any art training and here I am today.' Well, *I* never took any art training and I'm a writer now."

When it came time to enter college, Peter decided it was time to get out of the suburbs. "I moved to Chicago to go to the University of Chicago, where I stayed for far too long. I got my Bachelors degree in 1973, decided I never wanted to go there again and moved back to New York where I tried to get into the comic book business. I was definitely not good enough because I was trying to break in as an artist. I ended up going back to graduate school at the University of Chicago.

"I was working on my doctoral thesis, entering the library when it opened and leaving when it closed. I finally just said I'm going to run away and join the circus. I found the next best thing, the comic book industry. It was something I'd always thought I'd love to do, although responsibility told me I'd become a college professor and I was well on my way to doing it, in medieval German literature.

"I spent close to a year shoving scripts in people's faces and eventually Marvel bought a story. After that, I did a lot of fillins and the like. By then, I couldn't stand New York anymore and moved back to Chicago, which tended to make the work dry up.

"I finished my Masters and was getting very close to my doctorate when First Comics started up. Mike Gold and I had known each other for ages and he asked me to script WARP."

Peter laughs, remembering, "Up to that point I'd been doing a bit of work for Marvel, enough to pay the rent and that was about it. When my work started appearing elsewhere, they looked around and said, 'Doesn't he work for us?' So then I found myself doing the Defenders and Micronauts, doing quite a bit of work for both companies."

Despite his workload at Marvel, Peter says, "I'd always liked DC but for a while I thought the world revolved around Marvel. I went through a rabid Marvelite phase, but then I realized people like Neal Adams and Berni Wrightson were great artists and *not* working for Marvel. This really was a crisis of confidence. I used to think Marvel produced the best comics, but then there were things like Deadman at DC. You open it up and you go, yeah, this is great and you can't say it isn't great just because it's not from Marvel. And later, when Jack Kirby came over to DC . . . well, that pretty much clinched it for me. It was like, 'Mommy and Daddy are getting divorced now. Who do you want to live with?' Marvel or DC. But I'd always been interested in working for DC, partly because I'd never done it, partly because there were a whole bunch of people I liked and respected over there. Tailgunner Jo was my first sale to DC and I'm real happy to be here. It's a fun place to work."

Which brings us to Gammarauders, Peter's latest work for DC, a comic based on the TSR adventure game. "Gammarauders is the strangest concept I've ever been presented with," Peter says. "When it was first presented to me, I was told, "here, you can do this one. We think that maybe *only* you can do this one.' At first, when Barbara Kesel said, well, it's biomorphic cyborgs in a post-holocaust future, I nearly said, you hate me, don't you? Because it sounded like Road Warrior, Terminator . . . oh, please! But she said, no, wait, I'm not telling this right, let me send you the book. And when I picked up the book I nearly fell over. Giant one-hundred-foot penguins with gun emplacements on their heads. I was converted. This is the sort of thing I had to do."

When asked if he was himself a gamer, Peter admits, "I've hovered around the edges of gaming. My present roommate is an ex-Dungeon Master of ten years vintage. But, frankly, going to college during the Vietnam War tended to make me not want to play games of simulated warfare, especially when my draft number was 19. But I've always been very close to almost learning. I found it fascinating, but just never had the time to get into it."

And what does Peter have in the works following Gammarauders? "Well, I have a couple of proposals on several desks, but nothing definite that I can talk about yet," he says.

We asked Peter how he felt about abandoning his years of laboring in the realm of academia. He doesn't feel his collegiate experience has been wasted. "People keep telling me that I should do a medieval strip, make use of my education, which is one of the things I'd love to do one of these days . . . but really, all that schooling gave me good general training; I learned how to analyze stories and see the myths behind all the heroes, the archetypes. That was probably the best thing that type of training gave me in writing comics."

But writing comics isn't the only thing in Peter's life these days. Far from it.

Peter sums up his chosen career with a smile and this little bit of philosophy. "I've always felt that human beings should have two or three alternative worlds to carry around with them, because the one we have to earn our living in is sometimes tough to deal with. That's the beauty of being in comics. I've got piles of universes sitting here on my desk."

BLACK ORCHID™

From the archives of the DC Comics Library, we bring you the cover of ADVENTURES COMICS #428, the Black Orchid origin issue.